

XBOX

THE BIBLE GAME



CRAVE
entertainment™

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Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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CONTROLS



Directional Pad – Change Selection / Move Character

A button – Action / Confirm Selection

START – Pause Game

Note: See Challenge Games on page 7 and Blessing Games on page 11 for instructions on playing each individual mini-game.

THE BIBLE GAME

Stories and characters from the Old Testament come alive in this delightful game show competition for up to four players. A dozen themed mini-games (challenge games), bible trivia questions, individual challenges (blessing games), plus many special twists and turns are joined together in a television game show format to bring you many hours of enlightening game play!

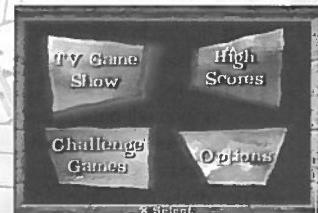
So, press the START button to continue and let's see how it all works!

THE MAIN MENU

This screen gives you our four main choices.

TV Game Show

This is a four-player, television game show format party game—Do Unto Others! In it, you compete with the other contestants to win the most points.



Challenge Games

You can play all of the challenge games by themselves and keep track of the on-going total scores. Play your favorite game over and over, or play all twelve. See who can get the highest total score to win the tournament.

High Scores

Here's where we keep the high scores for the game show totals; divided into short, medium, and long game scores. Use the directional pad or left thumbstick to move between the three screens. Press the **B** button to change which song is playing. Press the **A** button to return to the Main Menu.

Options

Change audio levels, game length, trivia difficulty level, mini-game difficulty level, and screen size. Use the directional pad or left thumbstick to move up and down, then move left or right to change the setting. Press the **A** button to save your changes or press the **B** button to return to the Main Menu without saving changes.

THE GAME SHOW

Do Unto Others!

To play this game, select it from the Main Menu (highlight the title, then press the **A** button). You will go to the Sign In Screen.

Sign In Screen

This is where everyone joins the game! Move your highlight to the character you want to play (the highlight is the number of your controller). Each character already has a color

assigned to them. Press the **A** button to select a character and then you can name your player. Use the directional pad or left thumbstick to highlight a letter in the alphabet and press the **A** button to select it. The letter will appear in the name box below. If you make a mistake, press up on the directional pad to move to the word “Delete” and press the **A** button to delete the last letter you entered. Once you have entered your name (maximum 8 characters), press down on the directional pad to select the word “Done.” Once everyone has selected a character (up to four players), press the START button to begin the game. If fewer than four Xbox Controllers are active, the other players will be randomly selected. NOTE: The sign-in works just the same for the Challenge Games tournament mode. Once you have entered your name, as long as you don’t turn the console off, your name remains as a default whenever you re-enter this screen. Then, you just have to select “Done” to accept the default without any changes.



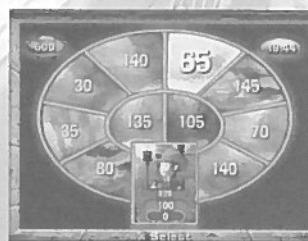
Starting Up

After a brief intro from our host, Justin Warren, we see all four players behind their podiums. Everyone starts with 100 points. The player’s names are displayed at the top of the podium, the round total just below, and the game total below that. We now light up each podium in turn and randomly stop on a lucky contestant, who wins the privilege of going first.



The Game Screen

This is where the rounds begin, and end, during Do Unto Others! The current player is shown in the bottom center, and the number “squares” are randomly highlighting as the player waits to make his or her move. When a player gains control of the board, including the very first move, they have to choose at least one square. After that, they can continue to choose squares, or pass control to the next player. Choosing a square does two things: you win the points that are shown and you trigger a game event.



Game Events

There are a number of things that can happen when you choose a square on the board.

1. Do Unto Others. The player selects from a number of outcomes that are good for the player with the fewest points (e.g., give 150 points to Purple).
2. Commandment. The player gets points from either all other players or one other player.
3. Testament Trivia. Starts a 4-player speed trivia game.
4. Blessing Game. Starts a 1-player short game for points.
5. Challenge Game. Starts a 4-player challenge game for points.
6. Wrath of God. Triggers one of the plagues upon the player, bringing an end to the round and robbing the player of his or her round points.
7. Jackpot. You have a 1 in 4 chance of getting the jackpot if you select the last number available. If the jackpot doesn’t come up, the Wrath of God does.

The Jackpot

The jackpot points are shown at the top-left of the game screen. This number increases every round and can only be won by selecting the last number available on the board after all the others have been chosen...Even then, you only have a 1 in 4 chance of getting the jackpot; otherwise it's the Wrath of God.

The Timer

The remaining game time is shown at the top right of the game screen. Short, Medium, and Long games start with different times (20, 30, and 45 minutes, respectively). When the timer runs out, the next round will be the final, Grace of God, round. Note that the timer stops ticking down when the game is paused, when players are practicing a challenge game, or when a player takes longer than 10 seconds to make a choice on the game screen. So keep in mind that the timer does not tell you exactly how much time is left—just how much time before the next round will be the last round.

Do Unto Others Square

This game gives you 10 seconds to attempt to choose from rapidly appearing options. They are all going to give something to the person with the fewest points (not counting yourself). The options are:

1. Give your turn away
2. Give points away
3. Play a Blessing Game and give away any points earned



Commandment Square

This game randomly chooses to take points from heaven, from all other players or from the leader, and then chooses from the three point values.

Testament Trivia Square

This game asks questions (1 of 1500) based on events in the Old Testament. The player chooses an answer by pressing the button shown to the left of it. When a player chooses, an icon appears below the answers to show in what order they have answered. When all four players have entered their guesses, the correct answer is announced and displayed.

After the correct answer is announced, the scores are tallied. Anyone answering correctly gets points; but the faster you answer, the more points you get.. Incorrect answers are scored zero, and if the player in control of the board gets a trivia answer incorrect they must pass control to the next player!



Blessing Game Square

Each of the blessing games is a short, single-player game to win points. These are detailed in the section on page 11 (Blessing Games).

Challenge Game Square

There are twelve different challenge games. They are all four-player games to win points. These are detailed on page 7 (Challenge Games). All have an instruction screen with basic instructions, hints, a bible verse reference to the theme of the game, and the game's high score table. You can also choose "Practice" to play a short version of the game off the clock and without points being awarded. Otherwise, press the **A** button to play for keeps.

The Wrath of God

Each round begins with a player choosing a square on the game board. Each round ends when the event chosen on the game board is the Wrath of God. There is always a WOG square on the board, so it is just a matter of time and luck before it is uncovered. The player who triggers the WOG loses all of the points they have earned in that round. Once a round is over, your round points (if any) are added to your total points and cannot be lost. The key is to go as long as you can without triggering a WOG, then pass control when the risk is too high. Of course, it is possible that you could end up giving the next player the jackpot instead! Those are the chances you take.

The Grace of God

This final round is played after time has run out during the previous round. It is a completely unique round that gives everyone a fighting chance for first place—if they are willing to risk it all. There are eight icons hanging from the tree of knowledge. Each choice will either be a fruit (there are 7) or a snake (only 1). Each time you reveal a fruit, you win points. The next fruit is worth twice as much—and that is added to your first score! So, if the first fruit is worth 40 points, the next is worth 80; for a total of 120 points for the two fruit. As you can see, you can quickly close the gap between scores here if you are willing to take a risk. The player in last place goes first; the player in first place (when the round started) goes last. The player with the most points at the end of this round wins the game. But even if you don't win, you might end up in the High Score table!

CHALLENGE GAMES (TOURNAMENT MODE)

Choose this option from the Main Menu and you will go through the Sign In Screen to choose your character and input your name (same as when playing Do Unto Others!). After the characters have been chosen, you are shown a screen with all twelve of the challenge games listed. Any active player can choose from the list. Pressing the **B** button on this screen will end the tournament mode, tally up the final scores, and announce the winner before returning to the Main Menu.



CHALLENGE GAMES

DAVID & GOLIATH

Instructions

Hurl stones at Philistine targets!!! Your cursor begins by moving up and down. Press the **A** button to stop the up and down movement and start the left and right movement. Press the **A** button while your cursor is over a target to stop the cursor and throw a stone to that position.



Hints

Targets that are farther away are worth more points than the closer targets. Hit Goliath in the forehead for a big score. You can wait for your cursor to slow down for more accurate targeting.

NOAH'S ARK

Instructions

Help Noah gather pairs of animals to put them on the ark! Highlight a picture by moving your cursor with the left thumbstick. Press the **A** button to select it. Move your cursor to a matching picture and press the **A** button again to make a match and send a pair of those animals to the ark.



Hints

Before the game begins, look for pairs that are close to each other. This should be your first match. Wait to see a pair before selecting the first picture to speed up your matches. Other players can steal your first selection, so pay attention!

JACOB'S LADDER

Instructions

Climb Jacob's Ladder! Match the on screen arrow direction that appears above your player by selecting up, down, left, or right on the directional pad or selecting directional position on the left thumbstick. The more matches you make, the farther you will climb.



Hints

The more correct matches you make in a row, the faster the next arrow will be displayed. It is usually better to make slower correct matches than quicker wrong matches.

TOWER OF BABEL

Instructions

Smash the most stones to bring down the Tower of Babel. Select a portion of the wall by moving your cursor left, right, up, and down to outline a piece of the tower wall. When the piece is completely outlined, it will fall.



Hints

Pick a section of the wall that another player is NOT working on. If another player's cursor crosses your tail, it is cut off. Bigger selections are worth a lot more points. Cut off other player's tails to keep them from scoring big.

RED SEA

Instructions

You must flee Egypt. Move your player left or right to avoid obstacles as you run along the Red Sea bottom. Press the **A** button to jump over the obstacles.



Hints

Do not touch the water on the sides or you will be carried away. You can get out of the water or speed up your recovery time by repeatedly pressing the **A** button. Try to avoid, getting bumped into obstacles by the other players.

SEVEN DAYS

Instructions

Shoot your ball into any open hole..Press the **A** button to lock your launch direction; hold it down to power up your ball launcher. Release the **A** button to shoot the ball across the bowl toward the hole. You may only have one ball in the bowl at any given time.

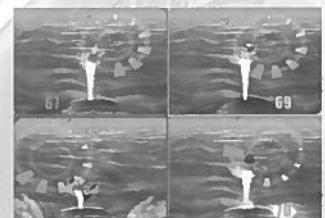
Hints

The bowl is curved inward, so the ball will drop toward the center as it moves. Pick up bonus points by hitting the rings. Additional rings you pick up with the same ball are worth more and more points, so pick up as many as you can. If a ball is moving too fast, it won't drop into the hole.

JONAH'S WHALE

Instructions

Race Jonah's Whale! Press the **A** button repeatedly to increase the height of your player! Move left and right to steer your character through each ring. The closer you get your character to the center of the ring, the more points you earn.



Hints

As you move your character through a ring, immediately begin lining up your whale with the next ring. Don't over steer or move your spout up too high.

STAFF OF AARON

Instructions

Destroy Pharaoh's snakes! Press the **A** button to fire your snakes at the Pharaoh's cobras. Move your character to avoid getting hit by the cobras.

Hints

It takes 1 shot to kill a green cobra, 2 for a yellow, and 3 for a red. Green cobras are worth the least, yellow are worth more, and red are worth the most! Once you've lined up a red cobra, fire quickly and don't move.

FALSE IDOLS

Instructions

Destroy the False Idols! Kick the false-idols into the melting pot. Run up to a false idol to deflect it in the direction you are running. The longer you run before you hit the idol, the harder the kick.

Hints

Look for idols controlled by other players near the edge of the melting pot. Kick them in to steal points from that player and make a few for yourself. The farther the idol travels before falling into the center, the more points you get.

LION'S DEN

Instructions

Trap the Lions! Attract the lions by getting close enough to them to make them chase you. Once the lion is chasing you, run over a trap to select it and make the lion fall through. You will be unable to move for a second if a lion catches you.

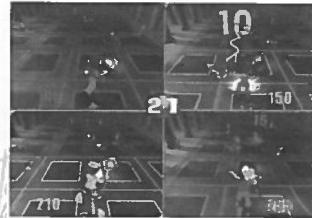
Hints

The lion will follow the character closest to it. Avoid fighting over control of a single trap. The trap belongs to the last player to step onto it, so standing on it will not keep it selected.

LEAP OF FAITH

Instructions

Jump from rock to rock to collect the manna. Hold down the **A** button and use the left thumbstick to position your cursor, and then release the **A** button to jump to where the cursor is.



Hints

Scoring is based on how fast you get your next manna. The super manna are worth more points. Landing in the sand will slow you way down.

WALLS OF JERICHO

Instructions

Bring Down the Walls! Hold down the **A** button to make your horse run. Move left and right to avoid the walls and the obstacles, including other players.

Hints

On tight turns, release the **A** button to slow down so you don't hit the wall. Always look ahead to avoid the obstacles.

BLESSING GAMES

GRACE OF GOD ROUND

Instructions

Use the left thumbstick or the directional pad to move the cursor over an individual piece of fruit. Press the **A** button to select a fruit. You will get either fruit to score points or you will pick the dreaded snake and lose all of your points.

10 COMMANDMENTS

Instructions

Put the commandments in the right order! Move the cursor over a commandment and select it by pressing the **A** button. Move to another commandment and press the **A** button to swap their positions.

Hints

Scoring is based on how much time is on the clock when you put a commandment into the right spot, so it might be worth more points to do the closest ones first.

HOLY LAND SCRAMBLE

Instructions

Rebuild the scrambled map! Move the cursor to a picture piece and press the **A** button to select it. Move the cursor to another piece and press the **A** button to swap their positions.



Hints

Look at the edges of each map piece. Most edges will give you a big clue about where to put it.

COAT OF MANY COLORS

Instructions

Hold down the **A** button to increase the power of the plunger. Release it when the desired power level has been reached. Two balls cannot end up in the same slot. The points from the first ball will be subtracted from your total. You have a total of four balls to shoot.

Hints

You are supposed to be GIVING your winnings to another player. Will anybody notice if you do not play well? Only God knows!

ANGELS AND DEVILS

Instructions

When an Angel flashcard appears, press the **A** button. When a Devil flashcard appears, press the **B** button! The more correct answers you give in a row, the more points you get.

Hints

Correct answers give you more and more points, so being a little slower but correct all the time is better than going too fast and getting some wrong. By the way, angels have wings, the devil has horns!

FOLLOW THE LIGHT

Instructions

After the light sequence is shown, repeat it by highlighting and selecting the lights in the same order. Move your highlight with the directional pad or left thumbstick and press the **A** button to select a light.

Hints

If you get one wrong, the game is over even if there is still time on the clock, so be careful to get them right for the most points.

BIBLE PAIRS

Instructions

Move your cursor over a square and press the **A** button to select it. The square will reveal one picture of a pair. Select another square. If this picture completes the pair, you receive points. There are 6 matches to be uncovered.

Hints

A bible pair is a person and something they are connected to in the Old Testament. For example: Daniel + Lions. Each matching pair is also in a matching color.

SAMSON

Instructions

Help Samson tear down the temple! Press the **A** button as many times as you can before the timer runs out to help Samson gain the strength he needs to tear down the temple.

Hints

Press that **A** button as fast as you can. Don't stop until the temple starts coming down, even if you fill the bar.

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NOTES

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